

Nintendo

GAME BOY[®] COLOR

DMG-VH1E-USA

Hole In one

GOLFTM

INSTRUCTION BOOKLET

Serious FunTM

NATSUME[®]

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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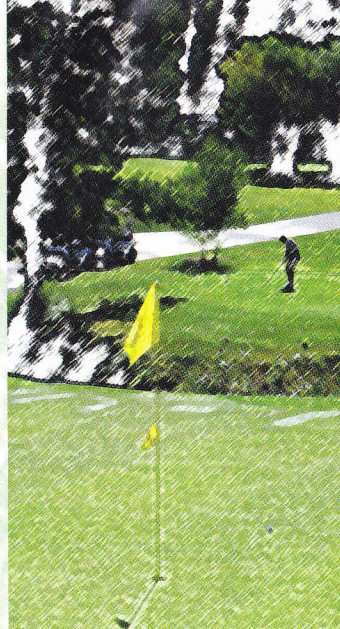
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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).



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CONTROL FUNCTIONS

CONTROL PAD

The Control Pad allows you to scroll through game options, pan across the course maps, and aim the direction in which your golfer shoots.

SELECT

Select will pause the game, and bring up a detailed score card. You can check your score for each hole you have played.



A

The A Button will confirm a selection on a menu screen. It is also used to time the swing of the club on the Power Meter screen.

B

The B Button will cancel a selected menu item. When you are panning with your cursor on the course map, B will zoom the view to the green.

START

Pressing Start in Tournament Mode will bring up the Standings Screen, so you can see how well you're fairing against the pack.

GETTING STARTED

After advancing past the start-up screen, a menu appears that will allow you to start a new game, adjust various game options, or continue a game already in progress.

NEW GAME

Use the Control Pad to move the cursor to this option if it's your first time playing, or if you want to start up a fresh new game. Once you've set a couple of options, you're ready to roll.

CONTINUE

Whether you're playing a Tournament, or Stroke Play, the game is automatically saved after the last hole made. Choosing Continue begins the game at that point.

A screenshot of the game's main menu. It is a green rectangular box with a thin border. Inside, the text is as follows:

NEW GAME
CONTINUE
TOP SCORE
EVENT ON OFF
RUMBLE ON OFF

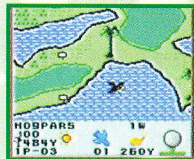
TOP SCORE

The game records and saves the top three scores for each of the three courses. To view these totals, select Top Score.

TOP SCORE		
TOKYO	No 1	60
	No 2	61
	No 3	73
HAWAII	No 1	68
	No 2	69
	No 3	69
ARIZONA	No 1	69
	No 2	79
	No 3	99

EVENT

Activating Events allows a cast of critters to interfere with your ball after you've played it. Sometimes it works to your advantage, other times it doesn't.

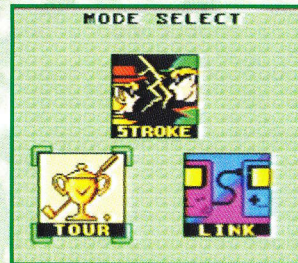


RUMBLE

Get a real feel for the game by activating the Rumble option. This will let you feel the club crush the ball on those longdrives, and the subtle touch of a well placed putt.

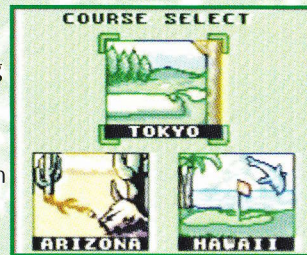
MODE SELECT

Hole in One Golf lets you hit the links in one of three different modes of play. Shoot for the lowest score possible in Stroke Play, go up against a field of pros in Tour, or square off against a friend with Hole in One Golf through the Game Link Cable.



COURSE SELECT

Hole in One Golf features three challenging 18 hole courses. Master the rolling green hills of Tokyo, the sun baked sands of Arizona, and the lush tropical gardens of Hawaii. Everyone has their favorite, but can you conquer them all?



ON SCREEN VIEW

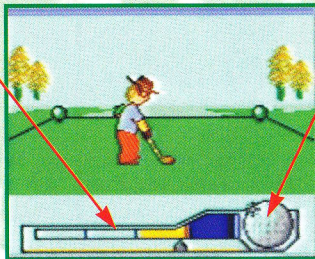
Depending on what stage of a hole you are playing, your view will change from overhead, to a view of the shot.

SHOOTING BALL VIEW

When you are ready to shoot, the camera will zoom to you addressing the ball. Carefully time the sliding Power Meter and the shifting Hitting Point for the perfect stroke.

HITTING POWER METER

This gauge will let you know how hard you are driving the ball. The meter slides back and forth. The further to the right the indicator is stopped, the more power is transferred to the ball.



HITTING POINT

After you have set the power level of a shot, you'll need to hit the ball squarely. The moving cursor on the ball illustrates where the club is striking the ball.

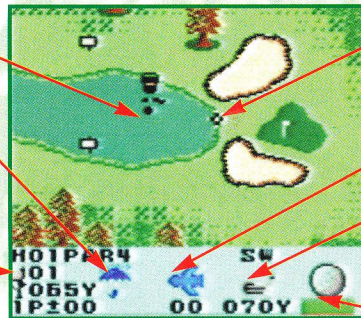
OVER VIEW

The Over View Screen is your window onto the course. Through this interface you'll be able to get information on weather, score, and club selection, as well as the lay of the land.

Your Ball

Weather

- Hole/Par
- Your stroke
- Distance to the Pin
- Your score



Ball Direction

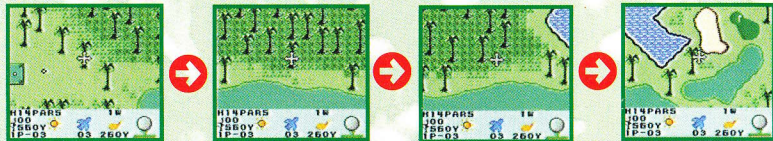
Wind

Club / Distance

Lie

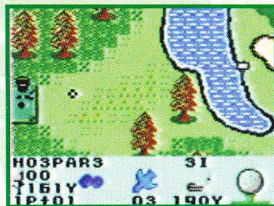
START PLAYING

Before teeing off, use your cursor and the Control Pad to scout out the hole. If you cannot make it to the hole in one drive, try to position the ball for a series of short strokes to the green.



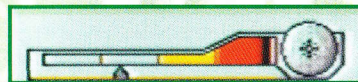
CHOOSE YOUR CLUB

A large part of your success hinges on choosing the right tool for the job. The maximum distance a club can hit is displayed in the Over View window, beneath the club icon.



POWER METER / SHOOT POINT

Once you've aimed your shot, and selected your club, you will need to use precise timing to hit the ball squarely. The Power Meter gauges the power of your swing, while the Shoot Point determines how straight the ball will fly.



Wait until the indicator is all the way to the right before pressing the A Button for maximum power. Use less power for finesse shots and most putts.

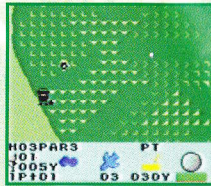


The Shoot Point illustrates where the club face is striking the ball. Shots taken with the cursor to the left or right of dead-center result in a curved flight path. Above or below the sweet spot affect the height and distance of the shot.

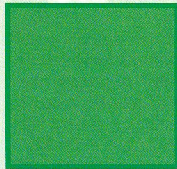
**** Pressing the B Button while on the Over View map will immediately zoom the camera to the green, assisting finding the target, and lining up your shot.

ON THE GREEN

Getting to the green is only half the fun in Hole in One Golf. Now you must carefully read the surface contours surrounding the pin to sink your shot under par.

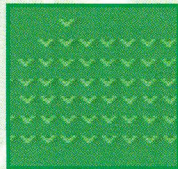


FLAT



Flat greens are quite forgiving and require little adjustment beyond aiming straight for the hole.

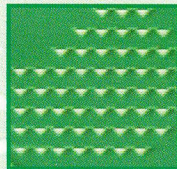
SLOW SLOPE



Gradual slopes around a hole may require adjusting your aim to compensate for gravity.

High
↓
Low

HIGH SLOPE



High
↓
Low

After some practice, you'll be able to use difficultly inclined terrain to roll the ball closer to the hole.

EVENT CHARACTERS

When the Events option is activated, this cast of characters has license to move your ball as they see fit.

CAPRICE



This mischievous crow has got funky fresh golf gear from head to toe.

ZIPPY



Zippy gets a kick out of scaring golfers into double bogies.

CANNY



Canny may be a silly monkey, but he's got a pretty good shot.

RIBBON



Ribbon is so shy, she'll often trip over your ball on the way to her hole.

DASHER



Dasher can mess up a good shot like a bull in a china shop.

WROTH



This wicked wind reminds players that they're at Mother Nature's mercy.

MUTE



Golf is one Earth game that the alien Mute can't get enough of.



LINK PLAY

Once you've dominated the computer players in Tour mode, and shattered the records in Stroke play, try taking on a fellow human. Use the Game Link to hook up to a friend. Both players need their own

Color Game Boys and Hole in One Game Paks. Once both players are hooked up and turned on, select the Game Link option from the Options menu, and you're ready to hit the links!



WARRANTY

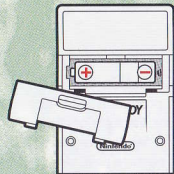
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**GAME BOY
RUMBLE PAK**

Game Boy® Rumble Pak® Function

This Game Pak has a built-in rumble feature that allows you to experience real-time feedback when used with any Game Boy system.

Before using the Game Boy Rumble Pak, install the battery as follows:

Note: The game play features of this Game Pak will operate when loaded into any Game Boy system, but the rumble vibrations will only be felt when the battery has been installed.

Caution: Make sure to remove the Game Boy Rumble Pak from the Game Boy system when inserting or removing the battery.

1. Remove the battery cover and insert one AAA battery as shown. Make sure to use only fresh alkaline batteries. Do not use nickel-cadmium batteries (rechargeable type).
2. Replace the battery cover. Load the Game Boy Rumble Pak into any Game Boy system then turn the Game Boy system power on.

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